Create Text Annotation

INTRODUCTION

EnSight has comprehensive features for text annotation. Not only can you display and position user-specified text, you can also display text contained in the description lines of some data formats as well as dynamic text that changes over time.

BASIC OPERATION

1. Click Annot in the Mode Selection Area.

2. Click New Text Attributes from the Mode Icon Bar to open the Text Annotation Creation dialog.

3. Enter the desired text.

4. Click New to create the text entity and display it in the Graphics Window.

5. To change the script to super or sub, click the Superscript or Subscript buttons which will insert <up> or <dn> into the string.

The Special Coded Items are discussed below.
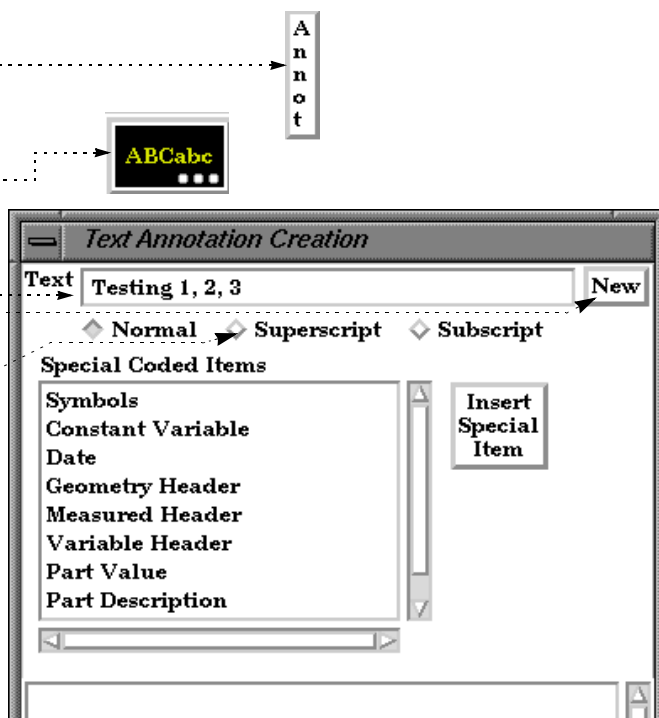
Text Visibility

Visibility of individual text strings can be controlled. In Annot Mode, select the desired text string in the Graphics Window (note that the color of the control points will change to the selection color). Clicking the Visibility Toggle (shown at right) in the Mode Icon Bar will toggle visibility and determine whether that string is visible when viewing the Graphics Window in other Modes (Scene, VPort, Part, Plot, Frame). When in Annot Mode, the text will not be completely invisible but will be displayed in a subdued color.

Color

The color of a text string can be specified. In Annot Mode, select the desired text string in the Graphics Window (note that the color of the control points will change to the selection color). Clicking Color Attributes (shown at right) in the Mode Icon Bar will open the **Color Selector** dialog.

Location in Graphics Window

The location of a text string may be specified two ways. First, position may be specified interactively by selecting the desired text string in the Graphics Window while in Annot Mode and dragging it to the desired location.

Second, precise coordinates for placement may be specified. In Annot Mode, select the desired text string in the Graphics Window (note that the color of the control points will change to the selection color). Click Object Location Attributes (shown at right) to open the Annotation Item Location dialog.

Type coordinates in the X and Y fields and then press return to specify location of the selected text string Justification Point.

Specify the viewport that the text is to be positioned relative to. If 0, the position is relative to the graphics window.

Annotation Item Location

Positions are given as a fraction(0.0–1.0) of X and Y.

X   0.250   Y   0.250

Relative To Viewport   0

Close

Text Justification Point Location

The text Justification Point is shown just beneath each text string while in Annot Mode. It is this point which is placed by the X & Y coordinates specified in the Annotation Item Location dialog. It is also about this point that the text may be rotated. The point location (just beneath the text string) may be specified to be left, center or right. In Annot Mode, select the desired text string in the Graphics Window. Clicking the Text Justification Pulldown (shown at right) allows you to choose the desired location.

◆ **Left**
◆ **Center**
◆ **Right**

Text Size

The size of text may be specified in two ways. First, the size may be adjusted interactively. In Annot Mode, grab the Resize Point of the text string (beneath and to the right) and adjust text to the desired size.

Second, size can be precisely specified. In Annot Mode, select the desired text string in the Graphics Window. Click Text Size Attributes (shown at right) to open the Annotation Text Size/Rotation dialog.

Typing the desired font size in the Size field and pressing return will resize the text.

Important Note! The text size specified is relative to the size of the Graphics Window. If you increase the size of the Graphics Window, all text will also rescale to maintain the same relative size.

Annotation Text Size/Rotation

Size   20.000000

Rotation(Degrees)   0.000000

Close

Text Rotation

The orientation of text about the text justification point may be specified in two ways. First, the text may be rotated interactively. In Annot Mode, grab the Rotation Point of the text string (cross shape above and to the right) and rotate the text to the desired orientation.

Second, orientation can be precisely specified. In Annot Mode, select the desired text string in the Graphics Window. Click Text Rotation Attributes (shown at right) to open the Annotation Text Size/Rotation dialog. Typing the desired rotation angle in the Rotation (Degrees) field and pressing return will rotate the text.

Special Coded Items

EnSight can automatically build text strings based on information from various sources. To use one of these special strings, select the desired item from the Special String list, select any required options, and click Insert Special String. A code will be inserted into the Text field. Click New to create the text entity and display it.

The following special strings are available. If multiple cases are loaded, any reference to parts or variables applies to the currently selected case (select Case > *casename* to changes cases)

Symbols	Brings up a symbol dialog. Click on any symbol to insert it at the current character insertion point of the string. The symbol will be inserted in to the string via a <sy>xxx, where xxx is the ASCII number for the selected symbol.
Constant Variable	The value of a constant variable (such as Time or Length). Select the variable from the Constant Variables list and select the desired numeric display format from the Number Format list. If the constant variable changes, the corresponding text will automatically update. This is very useful for displaying the current solution time during a transient animation.
Date	Current date. Example: `Wed Jan  1 12:34:56 1997`
Geometry Header	The first or second text line of the geometry file of the current case. Select Line 1 or Line 2.
Measured Header	The first line of the measured (discrete) data file of the current case.
Variable Header	The first line (typically the description line) from a variable file. Select the desired variable from the Variable(s) list.
Part Value	The "value" of a part. Currently only works for isosurface parts where the value is the corresponding isovalue. Select the isosurface part in the Part(s) list and select the desired numeric display format from the Number Format list.
Part Description	The description of the part as displayed in the Main Parts list. (Note that you can change this text by editing the Desc field in the applicable Feature Detail Editor for the part.)
Version	The name and current version number. Example: `EnSight Version 6.0.`

SEE ALSO

User Manual: **Annot Mode**